

09/456,833

11/14/2003

DOCKET NO.: KAW-215-USAP

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Serial No.: 09/456,833

Confirmation No.: 6984

Applicant: Yoshikazu SAKAMOTO, et al.

Art Unit: 3713

Filed: December 7, 1999

Examiner: Hotaling, John M.


Docket No: KAW-215-USAP

Customer No: 28892

For: GAMING MACHINE

APPEAL BRIEF

Applicant hereby submits an Appeal Brief pursuant to 37 CFR
§1.192.



Ronald R. Snider
Registration No. 24,962

Date: November 14, 2003

Snider & Associates
Ronald R. Snider
P.O. Box 27613
Washington, DC 20038-7613
Tel.: 202-347-2600

RRS/bam

RECEIVED

NOV 19 2003

TECHNOLOGY CENTER #3700



TABLE OF CONTENTS

| | |
|---|----|
| Real Party in Interest | 1 |
| (2) Related Appeals and Interferences | 1 |
| (3) Status of Claims | 1 |
| (4) Status of Amendments | 1 |
| (5) Summary of Invention | 2 |
| (6) Issues | 3 |
| (7) Grouping of Claims | 3 |
| (8) Argument | 5 |
| The Features Disclosed in the References Cannot be Properly Combined to Establish <i>Prima Facie</i> Obviousness of Applicant's Claimed Invention | 5 |
| Claim 1 | 7 |
| Claim 2 | 10 |
| Claim 3 | 10 |
| Claim 4 | 11 |
| Claim 5 | 12 |
| Claim 6 | 12 |
| Claim 7 | 12 |
| Claim 8 | 13 |
| Claim 9 | 14 |
| Claim 10 | 14 |
| Claim 11, 29 and 31 | 15 |
| Claim 14 | 15 |
| Claim 35 | 16 |
| (9) Appendix | 18 |
| (10) Appendix - Claims with Annotations | 26 |

RECEIVED

NOV 19 2003

TECHNOLOGY CENTER R3700



N: 09/456,833

11/14/2003

DOCKET NO.: KAW-215-USAP

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Serial No.: 09/456,833

Confirmation No.: 6984

Applicant: Yoshikazu SAKAMOTO, et al.

Art Unit: 3713

Filed: December 7, 1999

Examiner: Hotaling, John M.

Docket No: KAW-215-USAP

Customer No: 28892

For: GAMING MACHINE

APPEAL BRIEF

(1) REAL PARTY IN INTEREST

Aruze Corporation, No. 1-25, Ariake 3-chome, Koutou-ku, Tokyo, Japan.

(2) RELATED APPEALS AND INTERFERENCES

None

RECEIVED

NOV 19 2003

TECHNOLOGY CENTER R3700

(3) STATUS OF CLAIMS

Claims 1, 2 - 11, 14, 29, 31, and 35 - 42 are pending and have been rejected in the final Office Action dated June 18, 2003. All claims are rejected under 35 USC § 103 as being unpatentable over Slomiany et al., US Patent 6, 159,098 (Slomiany); Shimizu et al., US Patent 6,227,970; Claypole et al., UK Patent Application GB 2,262,642 and Okada et al., EP 0875870.

(4) STATUS OF AMENDMENTS

There have been no Amendments filed after the final rejection.

11/18/2003 AMONDAF1 00000045 09456833

01 FC:1402

330.00 OP

(5) SUMMARY OF INVENTION

This invention relates to gaming machines of the type often referred to as slot machines. More particularly, the invention relates to a gaming machine where, when symbols in the basic game are displayed in their stopped state in a predetermined combination, the player is allowed to enter into a bonus game, or bonus games, in which the payout, or chance of payout, is enhanced. The objective of these gaming machines, which are known in the prior art, is to increase the interest of the player (see Figure 9, and pages 1 - 5). The problem addressed by Applicant's invention arises as combinations of bonus games become more complex with further bonus games being entered from the initial or previous bonus game. Here it is a challenge to allow the player to readily distinguish the game mode in which the gaming machine is operating and for a player to determine his or her overall status in the bonus game (page 5).

In accordance with one aspect of Applicant's invention, the bonus game mode is made both interesting and readily distinguishable by presenting the bonus game as a progressive story of figures representing objects on an image display section of the gaming machine (page 108, line 24 through page 110, line 14; Figures 235 - 253). When a further bonus game is allowed from a previous bonus game, the invention provides a new progressive story for the subsequent bonus game. The new progressive story is

related to the previous story but is indistinguishable therefrom by the player (page 110, lines 14 and 222; Figures 254 - 257).

Another aspect of the invention relates to the display of information relating to bonus games by displaying simultaneously the outcomes of individual bonus games in both regular so called Big Bonus game modes and subsequent JAC bonus game modes (page 52, line 1 - page 53, line 14; Figures 2 and 3).

(6) ISSUES

The issue on appeal is whether the Examiner established a *prima facie* case of obviousness with respect to each of independent claims 1, 14 and 35 and dependent claims 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 29 and 31. Specifically, are the explicit limitations, particularly pointed out in these claims, taught or suggested in the prior art references either alone or in combination.

(7) GROUPING OF CLAIMS

Group I: For the purpose of this Appeal, independent claim 1 and its dependent claim 42 shall be grouped together and stand or fall together.

Group II: Dependent claim 2 shall be considered separately.

- Group III: Dependent claim 3 shall be considered separately.
- Group IV: Dependent claims 4 and 5 shall be grouped together and stand or fall together.
- Group V: Dependent claim 6 shall be considered separately.
- Group VI: Dependent claim 7 shall be considered separately.
- Group VII: Dependent claim 8 shall be considered separately.
- Group VIII: Dependent claim 9 shall be considered separately.
- Group IX: Dependent claim 10 shall be considered separately.
- Group X: Dependent claims 11, 29 and 31 shall be grouped together and stand or fall together.
- Group XI: Independent claim 14 shall be considered separately.
- Group XII: Independent claim 35 and its dependent claims 36, 37, 38, 39, 40, and 41 shall be grouped together and stand or fall together.

(8) ARGUMENT

The Features Disclosed in the References
Cannot be Properly Combined to Establish
Prima Facie Obviousness of Applicant's Claimed Invention

The Examiner's final rejection of Applicant's claims lumps together all of Applicant's claims in a single rejection under 35 USC § 103. He maintains all finally rejected claims are obvious in view of a combination of four references: Slomiany; Shimizu; Okada; and Claypole. Each of these references disclose a gaming machine structurally of the type generally described in Applicant's application. Each of these references has a variable display section for displaying symbols of a game and a secondary display section for displaying additional game information. But this is not what Applicant's invention is all about.

The slot machine art depends upon bells, whistles, and other features to attract and hold the attention of a player. The longer the attention of the player is held, the greater the gaming casino profitability of the machine. Therefore, any advance in the slot machine art which provides for improved player interaction with the machine, and encouragement of the player is always sought after. This is outlined in the forward part of Applicant's specification and, since the specification is a sworn statement before the Patent Office, the specification operates to provide evidence of non-obviousness. Applicant's claims must be read as a whole.

In his final rejection, the Examiner has, based upon Applicant's claims, reviewed the art and selected those portions of

the art which include various elements of Applicant's claim. This, of course, is one way of identifying prior art which may be relevant to patentability. However, once prior art is selected, the task does not end. The Examiner must also show that, within the teachings of the references selected, there is some suggestion or teaching which would suggest to one of ordinary skill in the art the invention claimed, see in re Sernaker 217 USPQ 1 and Stratoflex Inc. v. Aeroquip Corp. 218 USPQ 817. Merely selecting the elements in the art does not lead to Applicant's specific claim combination. Stated another way, the slot machine art is replete with various displays, games, big bonus, jackpot games, and winning modes as well as stopping and starting devices for the reels. However, the art does not teach how one can select different permutations and combinations of these known elements to achieve different combinations which are new to the art. Here, in Applicant's claims there are different permutations and combinations of slot machine elements which, taken as a whole, simply are not taught or suggested by the art. The Examiner's argument with respect to motivation relates to improved communication and information and use of a plurality of screens. However, the Examiner does not address the issue of how one would get to Applicant's specifically claimed combination by following the prior art teachings. For this reason alone, Applicant maintains all of the pending claims are allowable.

Claim 1Independent Claim 1 Has Specific Limitations
Not Found in the Prior Art of Record

Claim 1 points out, with particularity, that the special game has "a first mode and a second mode allowed from the first mode;" and "when said player is allowed to start playing in said special game a progressing story begins for said first mode and, when said second mode is allowed, a new progressing story which is related to the first mode begins, said new progressing story being distinguishable by said player from said progressive story in said first mode" (page 108, line 24 - page 110, line 14; Figures 235 - 257).

Applicant respectfully submits that the references of record, either alone or in combination do not disclose or suggest a special game presented in two progressing stories related but distinguishable from one another, the first story for the game in first special game and a second story for the second special game.

The special bonus game of the Slomiany reference is apparently relied on by the Examiner in his attempt to find this feature of Applicant's invention in the prior art. This reference is easily understood from an inspection of Figures 5 and 6 of Slomiany. Arrow (32) circulates until it stops pointing at a pig (30a - 30j). Pointing to a pig is a winning chance for the player, and the pig then turns to a bomb (30d), (30h) and (30i) of Figure 6. When the arrow (32) points to a bomb, the bonus game is over. While the Examiner's position is not explicit on the point, he apparently

contends the bonus game without a bomb is a first special bonus game mode and a game with a bomb present is a second special bonus game mode.

The Shimizu reference is not apparently relevant to the above quoted limitation of claim 1. Shimizu discloses a slot machine with a sub-display that displays histories of past games and other information and the use of push buttons.

The Okada reference discloses a gaming machine with a principle variable display and a secondary display that displays secondary graphical information. The Okada reference discloses the use of a progressing story on the secondary display as a predictive of the outcome of the principle game.

The Claypole reference discloses a gaming machine with a reel display (3) and a video display screen (15). Depending upon the outcome of the game or games played on the reel display, the system initiates the display of a video game on the display screen (15) which may include an interactive game of chance or skill such as a series of moving targets depicting moving across a screen and a gun barrel depicted on the screen. A player uses a button to time the launch of projectiles from the gun barrel at the flying targets. After all the targets have flown across, the number of hits made is displayed and an award to the player is adjusted accordingly.

Neither Okada or Claypole teach or remotely suggest the use of two progressing stories, related one to the other, but distinguishable one from the other. The Examiner seems to address

this lack of teaching in the prior art references, even when construed in a light most favorable to the Examiner's position, with the statement "the claim limitation of a new progressive may be akin to a new chapter in the story relevant to a game outcome". There is absolutely no suggestion in the references themselves to chapters. The Examiner's idea of chapters is not inherent in the word story itself in the abstract, and is certainly not inherent in the simple stories contemplated by Applicant or the references. It seems too clear for extended discussion that if one were to attempt to reconstruct the Applicant's invention, as particularly pointed out in claim 1, from the Slomiany, Shimizu, Claypole, and Okada references, as the Examiner has attempted to do, one would use a single progressive story in place of the pig and bomb game shown in Figures 5 and 6 of the Slomiany reference. Thus, the reconstructed game based upon the combination of references, even when interpreted most favorably to the Examiner's position, still fails to teach or suggest the combination particularly pointed out in claim 1 of Applicant's invention, namely: "a progressing story begins for said first mode and, when said second mode is allowed, a new progressing story which is related to said first and begins, said new progressing story being distinguishable by said player from [the] progressive story in said first mode,"

Dependent Claim 2The Additional Specific Limitations of Claim 2
Are Not Described in the Prior Art References

Claim 2 specifies that the starting device of claim 1 is a start switch, that the stopping device is a stop switch for individually stopping reels and that unit of value information is displayed if a combination of symbols displayed once a plurality of reels stopped constitutes a predetermined stop mode. These additional definitions of the terms set forth in claim 1 simply are not suggested in the entire combination when claim 2 is read as a whole. It is clear from claim 2 that the unit of value information is a direct result of the action of the stop switch, and cannot be considered as a claim element standing by itself without its relationship to the rest of the claims, as the Examiner would apparently argue.

Dependent Claim 3The Additional Specific Limitation of Claim 3
Are Not Described in the Prior Art References

This claim requires that the special game information concern a state of progress of the special game.

The Examiner does not find this limitation and instead finds that the functions of Shimizu are not directly relevant to the progress of the game displayed. The Examiner then argues that it would be obvious to one of skill in the art that the multitude of information could be contained under the heading of the game

specification. The Examiner, however, did not address the state of progress limitation found in claim 3. Still further, the Examiner in the rejected claim 3 has in essence created a four-way rejection, by stating what could be contained under the heading of "game specification" including instructions. The Examiner, however, simply did not explain how state of progress is found in the art, or how he would find teachings in the art which would allow use of this display in combination with the requirements of claim 1.

Dependent Claim 4

The Additional Specific Limitation of Claim 4
Are Not Described in the Prior Art References

Claim 4 relates to game history of provision of value. The Examiner, however, does not cite in the references the specific history of provision of value of the game in progress (see antecedent of game) information provided as promptly as claimed. The only mention of history in Shimizu, which is apparently relied upon by the Examiner, is at Shimizu's column 9, line 56. However, Shimizu does not specify what history is referred to. It certainly does not indicate that it is the history of provision of value information as profit for the player in the special game. Applicant relates the history to the special game, not some other history of the machine.

Dependent Claim 5The Additional Specific Limitation of Claim 5
Are Not Described in the Prior Art References

See discussion with respect to claim 4.

Dependent Claim 6The Additional Specific Limitation of Claim 6
Are Not Described in the Prior Art References

Claim 6 relates to display of information concerning a gaming mode while in the special game referred to in claim 1. Since Slomiany '098 is the only reference which includes bonus game, the question becomes whether '098 has game information concerning the game mode in special game. Instead, the Examiner apparently relies upon Shimizu '970 for display of game information. Therefore, the Examiner does not explain why it would be obvious to use display of game information selected from Shimizu '098 further in combination with a stopping device for controlling entry into the special winning mode to achieve the combination set forth in claim 6.

Dependent Claim 7The Additional Specific Limitation of Claim 7
Are Not Described in the Prior Art References

Claim 7 further includes with the starting device an input of predetermined bet information as an actuating condition and, secondly, special game information which includes maximum permissible input unit of bet information in the special game. Applicant has reviewed the rejection and references and has failed

to find reference to the starting device using an input of determined bet information as an actuating condition in combination with a display of special game information concerning maximum permissible input unit if bet information in the special game. The Office Action is silent on these limitations. These limitations in combination with the limitations of claim 1, as previously discussed, provide additional elements which must be considered as a whole in order to determine obviousness of claim 7. It is respectfully submitted that the references taken in combination do not even suggest the limitations of claim 7.

Dependent Claim 8

The Additional Specific Limitation of Claim 8
Are Not Described in the Prior Art References

Claim 8 requires that the information displayed be that the special game is over. The Examiner has not addressed this limitation, but apparently would include this rejection in the statement found at page 3 beginning at line 14 and continuing through line 18 as well as the statement at page 3, beginning at line 8 and continuing through line 11. Applicant respectfully submits that such broad references to what the Examiner would deem to be obvious without teachings or suggestions in the prior art is insufficient to make out a *prima facie* case against the specific language of the claims at issue.

Dependent Claim 9The Additional Specific Limitation of Claim 9
Are Not Described in the Prior Art References

Claim 9 relates to a separate indicating section for special game information. Applicant agrees that a special section is provided as section (31) in Shimizu '970. However, Shimizu lacks both the elements of a special game (big bonus) and the elements of stops. The mere presence of a separate section in the prior art does not suggest the entire claimed combination without additional teachings or reasons to combine references.

Dependent Claim 10The Additional Specific Limitation of Claim 10
Are Not Described in the Prior Art References

Claim 10 requires information to be displayed while the game is in a normal game. This claim requires a machine which is capable of both special game and normal game. '098 has special and normal game capability. '098, on the other hand, discusses and discloses information disclosure with respect to big bonus, but does not in any way state how this information would also be used in connection with a normal game. The Office Action does not address this dual capability issue raised by claim 10.

Dependent Claims 11, 29 and 31The Additional Specific Limitations of Claims 11, 29 and 31
Are Not Described in the Prior Art References

These three claims require that the special game information be set forth in a moving image format. This limitation was not addressed by the Examiner, and review of the reference relied upon does not disclose such a moving image as claimed.

Dependent Claim 14The References Cannot be Properly Combined to Establish
Prima Facie Obviousness of Applicant's Claimed Invention

Independent claim 14 is similar to independent claim 1, but claim 14 does not include claim 1's limitation that special game has a first mode and a second mode entered from the first mode and the limitation of two progressing stories related to but distinguishable from one another to display special game information for the first and second modes respectively.

As noted above, Applicant's claims must be read as a whole, and there is a relationship to the claims between the stops, entry into big bonus, and the image display. Stated another way, the slot machine art is replete with various displays, games, big bonus, jackpot games, and winning modes as well as stopping and starting devices for the reels. However, the art does not teach how one can select different permutations and combinations of these known elements to achieve different combinations which are new to the art. Here, in Applicant's claim 14, there are different

permutations and combinations of slot machine elements which, taken as a whole, simply are not taught or suggested by the art. The Examiner's argument with respect to motivation relates to improved communication and information and use of a plurality of screens. However, the Examiner does not address the specific issues raised in claim 14. Namely, the combination of a predetermined number of special games, a display of the outcome of each of the predetermined special games, and an interactive progressive story to display game information.

Dependent Claim 35

The Additional Specific Limitation of Claim 35
Are Not Described in the Prior Art References

Claim 35 is similar to claim 1 in that it calls for a first special game mode and a second special game mode allowed from the first special game mode. Claim 35 does not include the limitation of claim 1 that calls for the special game information to be displayed as a progressing story in either of the first or second special games.

Claim 35 points out that aspect of Applicant's invention in which a display "simultaneously shows individual outcomes of past plays in said first special game mode and individual outcomes of past plays in said second special game mode" (page 52, line 1 - page 53, line 14; Figures 2 and 3). The Examiner contends that this specific claim limitation is found in the Slomiany reference, specifically Figures 4 and 6 of Slomiany. The Examiner's

S/N: 09/456,833

11/14/2003

DOCKET NO.: KAW-215-USAP

contention in this regard is clearly erroneous. It is too clear for extended discussion that Slomiany does not disclose or suggest a simultaneous display of individual outcomes of past plays in first and second special games. The display of Slomiany only shows the outcome of the last completed game and a cumulative score. At the end of a first Slomiany game, pigs and one bomb are displayed. After the second game, pigs and two bombs are displayed. But the pigs and one bomb outcome is no longer, and never again displayed. And so on until the special Slomiany game is over, but never the individual outcome simultaneously of two games.

Respectfully submitted,



Ronald R. Snider
Reg. No. 24, 962

Date: November 14, 2003

Snider & Associates
Ronald R. Snider
P.O. Box 27613
Washington, DC 20038-7613
Tel.: 202-347-2600

(9) APPENDIX

1. (previously presented) A gaming machine comprising:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of the symbols; and

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special game which is more advantageous to said player than is a normal game said special game having a first mode and a second mode allowed from the first mode;

wherein said gaming machine further comprises an image display section for displaying special game information in said special game to said player, and

wherein said special game information is displayed by figures representing objects and is presented as a progressing story so that when said player is allowed to start playing games in said special game a progressing story begins for said first mode and, when said second mode is allowed, a new progressing story which is related to said first mode begins, said new progressing story

being distinguishable by said player from progressive story in said first mode.

2. (original) A gaming machine according to claim 1, wherein said gaming machine is a slot machine comprising:

a variable display section comprising a plurality of reels displaying a plurality of symbols necessary for gaming;

a starting device comprising a start switch for starting rotating said plurality of reels; and

a stopping device comprising a stop switch for individually stopping said plurality of reels;

wherein said player is provided with a predetermined unit of value information if a combination of symbols displayed when said plurality of reels is stopped constitutes a predetermined stop mode.

3. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a state of progress of said special game.

4. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a history of provision of value

information provided as a profit for said player in said special game.

5. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a winning history in said special game.

6. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a gaming mode in said special game.

7. (original) A gaming machine according to claim 1, wherein said starting device uses an input of predetermined bet information as an actuating condition; and

wherein said special game information displayed in said image display section is special game information concerning a maximum permissible input unit of said bet information in said special game.

8. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information for indicating that said special game is over.

9. (original) A gaming machine according to claim 1, further comprising an indicating section for indicating related special game information relating to said special game information displayed in said image display section.

10. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is also displayable while said normal game is being played.

11. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is a moving image.

12 - 13. (canceled)

14. (previously presented) A gaming machine comprising:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of said symbols; and

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special

game which is more advantageous to said player than is a normal game said special game comprised of a predetermined number of individual special games,

wherein said gaming machine further comprises an image display section for displaying game information to said player;

wherein said game information displayed in said image display section includes information showing an outcome of each said predetermined number of special games;

wherein the special game information is displayed by figures representing objects and written information and is presented as a progressing story; and

a device for allowing a player to interact with said objects and exert control over displayed action as said story progresses.

15 - 28. (canceled)

29. (previously presented) A gaming machine according to claim 1, wherein the figures representing objects represent animate objects.

30. (canceled)

31. (previously presented) A gaming machine according to claim 1, wherein the special game information is presented as a progressing adventure story.

32 - 34. (canceled)

35. (previously presented) A gaming machine that allows a player to play a predetermined number individual games in a first special game mode and a result in a game in said first special game mode allowing the player to play a predetermined number individual games in second special game mode , comprising in combination:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of the symbols;

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing games in the first special game mode which is more advantageous to said player than is a normal game, and wherein on occurrence of a predetermined symbol displayed a game in said first special game mode the player is allowed to play games in the second special game mode;

wherein said gaming machine further comprises an image display section for displaying special game information results to said player including a display that simultaneously shows individual outcomes of past plays in said first special game mode and individual outcome of past plays in said second special game mode.

36. (previously presented) A gaming machine as in claim 35, wherein said display includes an icon to indicate to the player when the player is in the first special game mode and when the player is in the second special game mode.

37. (previously presented) A gaming machine as in claim 35, wherein said image display section shows a variable display of symbols that comprise the games in first special game mode and a variable display of symbols that comprise games in the second special game mode.

38. (previously presented) A gaming machine as in claim 37, wherein the variable display of symbols that comprise the first special game are figures representing objects and written information and is presented as a progressing story.

39. (previously presented) A gaming machine as in claim 37, wherein the variable display of symbols that comprise the second special game are figures representing objects and written information and is presented as a progressing story.

40. (previously presented) A gaming machine as in claim 38, further including a device for allowing a player to interact with the objects and exert control of displayed action as the story progresses.

41. (previously presented) A gaming machine as in claim 39, further including a device for allowing a player to interact with the objects and exert control of displayed action as the story progresses.

42. (previously presented) A gaming machine as in claim 1, wherein a plurality of second mode games can be allowed from a first mode game in one cycle of the first mode game and each of said plurality of second mode games begins a different progressive story.

(10) APPENDIX - CLAIMS WITH ANNOTATIONS

1. (previously presented) A gaming machine (Fig. 1) comprising:
a variable display section (window 4 and reels 5; Fig. 1) for
variably displaying a plurality of kinds of symbols (page 47, lines
16-24) necessary for gaming;

a starting device (switch 20; Fig. 1) for starting variable
display of the symbols; and

a stopping device (switches 21a, 21b, 21c; Fig. 1), disposed
so as to be operable by a player, for stopping said symbols being
variably displayed;

wherein, on condition that a combination of symbols displayed
when said symbols are stopped constitutes a predetermined special
winning mode, said player is allowed to start playing a special
game which is more advantageous to said player than is a normal
game said special game having a first mode and a second mode
allowed from the first mode (page 110, lines 15-26);

wherein said gaming machine further comprises an image display
section (display 13; Fig. 1) for displaying special game
information in said special game to said player, and

wherein said special game information is displayed by figures
representing objects and is presented as a progressing story so
that when said player is allowed to start playing games in said
special game a progressing story begins for said first mode and,

when said second mode is allowed, a new progressing story which is related to said first mode begins, said new progressing story being distinguishable by said player from progressive story in said first mode (**page 108, line 24 - page 110, line 14; Figs. 235-257**).

2. (original) A gaming machine according to claim 1, wherein said gaming machine is a slot machine comprising:

a variable display section (**window 4; Fig. 1**) comprising a plurality of reels (**reels 5; Fig. 1**) displaying a plurality of symbols necessary for gaming;

a starting device (**switch 20; Fig. 1**) comprising a start switch for starting rotating said plurality of reels; and

a stopping device (**switches 21a, 21b, 21c; Fig. 1**) comprising a stop switch for individually stopping said plurality of reels;

wherein said player is provided with a predetermined unit of value information if a combination of symbols displayed when said plurality of reels is stopped constitutes a predetermined stop mode (**page 52, line 1 - page 62, line 17; Figs. 2 - 7**).

3. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a state of progress of said special game (**page 52, line 1 - page 56, line 22; Figs. 2, 3, 5**).

4. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a history of provision of value information provided as a profit for said player in said special game (page 56, line 23 - page 60, line 5; Fig. 5).

5. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a winning history in said special game (page 56, line 23 - page 60, line 5; Fig. 5).

6. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information concerning a gaming mode in said special game (page 53, line 16 - page 54, line 4; Fig. 4).

7. (original) A gaming machine according to claim 1, wherein said starting device uses an input of predetermined bet information as an actuating condition; and

wherein said special game information displayed in said image display section is special game information concerning a maximum permissible input unit of said bet information in said special game (page 59, line 6 - page 60, line 6).

8. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is special game information for indicating that said special game is over (page 60, lines 7-29; Fig. 7).

9. (original) A gaming machine according to claim 1, further comprising an indicating section for indicating related special game information relating to said special game information displayed in said image display section (page 45, lines 22-27; page 52, line 1 - page 62, line 17; Figs. 1-7).

10. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is also displayable while said normal game is being played (page 61, lines 1-5).

11. (original) A gaming machine according to claim 1, wherein said special game information displayed in said image display section is a moving image (page 109, line 3 - page 112, line 18; Figs. 237-276).

12 - 13. (canceled)

14. (previously presented) A gaming machine comprising:

a variable display section (**window 4 and reels 5; Fig 1**) for variably displaying a plurality of kinds of symbols (**page 47, lines 16-24**) necessary for gaming;

a starting device (**switch 20; Fig. 1**) for starting variable display of said symbols; and

a stopping device (**switches 21a, 21b, 21c; Fig. 1**), disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special game which is more advantageous to said player than is a normal game said special game comprised of a predetermined number of individual special games (**page 110, lines 15-26**),

wherein said gaming machine further comprises an image display section (**display 13; Fig. 1**) for displaying game information to said player;

wherein said game information displayed in said image display section includes information showing an outcome of each said predetermined number of special games (**Figs. 2 and 3**);

wherein the special game information is displayed by figures representing objects and written information and is presented as a progressing story (**page 108, line 24 - page 110, line 14; Figs. 235-237**); and

a device (**switches 21**) for allowing a player to interact with said objects and exert control over displayed action as said story progresses (**page 109, lines 3-11; Figs. 237-240**).

15 - 28. (canceled)

29. (previously presented) A gaming machine according to claim 1, wherein the figures representing objects represent animate objects (**Figs. 235-237**).

30. (canceled)

31. (previously presented) A gaming machine according to claim 1, wherein the special game information is presented as a progressing adventure story (**page 108, line 24 - page 110, line 14; Figs. 235 - 237**).

32 - 34. (canceled)

35. (previously presented) A gaming machine (**Fig. 1**) that allows a player to play a predetermined number individual games in a first special game mode and a result in a game in said first special game mode allowing the player to play a predetermined number individual games in second special game mode (**page 6, line 16 - page 7, line 11**), comprising in combination:

a variable display section (**window 4; Fig. 1**) for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device (**switch 20; Fig. 1**) for starting variable display of the symbols;

a stopping device (**switches 21a, 21b, 21c; Fig. 1**), disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing games in the first special game mode which is more advantageous to said player than is a normal game, and wherein on occurrence of a predetermined symbol displayed a game in said first special game mode the player is allowed to play games in the second special game mode (**page 49, line 15 - page 52, line 10**);

wherein said gaming machine further comprises an image display section for displaying special game information results to said player including a display that simultaneously shows individual outcomes of past plays in said first special game mode and individual outcome of past plays in said second special game mode (**page 52, line 7 - page 53, line 15; Figs. 2 and 3**).

36. (previously presented) A gaming machine as in claim 35, wherein said display includes an icon to indicate to the player when the player is in the first special game mode and when the

player is in the second special game mode (page 43, line 14 - page 55, line 2; Figs. 2, 3, 4).

37. (previously presented) A gaming machine as in claim 35, wherein said image display section shows a variable display of symbols that comprise the games in first special game mode and a variable display of symbols that comprise games in the second special game mode (page 104, line 17 - page 112, line 18; Figs. 209-276).

38. (previously presented) A gaming machine as in claim 37, wherein the variable display of symbols that comprise the first special game are figures representing objects and written information and is presented as a progressing story (page 104, line 17 - page 108, line 24; Figs. 209-234).

39. (previously presented) A gaming machine as in claim 37, wherein the variable display of symbols that comprise the second special game are figures representing objects and written information and is presented as a progressing story (page 108, line 25 - page 55, line 2; Figs. 235-276).

40. (previously presented) A gaming machine as in claim 38, further including a device for allowing a player to interact with

the objects and exert control of displayed action as the story progresses (page 109, lines 3-11; Figs. 237-240).

41. (previously presented) A gaming machine as in claim 39, further including a device for allowing a player to interact with the objects and exert control of displayed action as the story progresses (page 109, lines 3-11; Figs. 237-240).

42. (previously presented) A gaming machine as in claim 1, wherein a plurality of second mode games can be allowed from a first mode game in one cycle of the first mode game and each of said plurality of second mode games begins a different progressive story (page 51, line 5 - page 52, line 28; Figs. 2 and 3; page 108, line 24 - page 110, line 14; Figs. 235-257).